JUNE 2020

GPOSERS

ジーポーザーズ

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Lead Author, Quality Assurance

Lead Photographer

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Designer, Photographer, QA

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Yae - Designer

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Azena Alirae
Photographer

Celesta Estheim
Photographer

Kiyo Molkoh
Photographer, Glam Artist, QA

Interested in Joining?

Contact us on
Discord

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QA

Strawberry Sundae
Translator, QA

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Oshea Haitei - QA

THE BLACKEST NIGHT

001 **Social Media**
SNSページ
SNS페이지

003 **Community Couture**
コミュニティ・クチュール
커뮤니티 양재

039 **Leeja's Housing Corner**
Leejaのハウジング・コーナー
Leeja의 하우징 구석

063 **Eorzea Collection's Finest**
エオルゼア・コレクションの最高級
최상급 에오르제아 컬렉션

071 **A Dark Night In Thanalan**
闇夜のザナラーン
다날란의 어두운 밤

083 **Birthday Monthly**
メンバー達の誕生日
멤버들의 생일

087 **Community Collection**
コミュニティ・コレクション
커뮤니티 컬렉션

107 **Artist Showcase**
アーティスト・ショーケース
예술가 쇼케이스

115 **The Gift of Roleplay**
ロールプレイのおくりもの
역할극의 선물

123 **Hidden Gems**
掘り出し物
숨겨진 보석

131 **Minion Menagerie**
ミニオン・メナジェリー
미니언 메나쥬리

深淵なる夜
가장 어두운 밤

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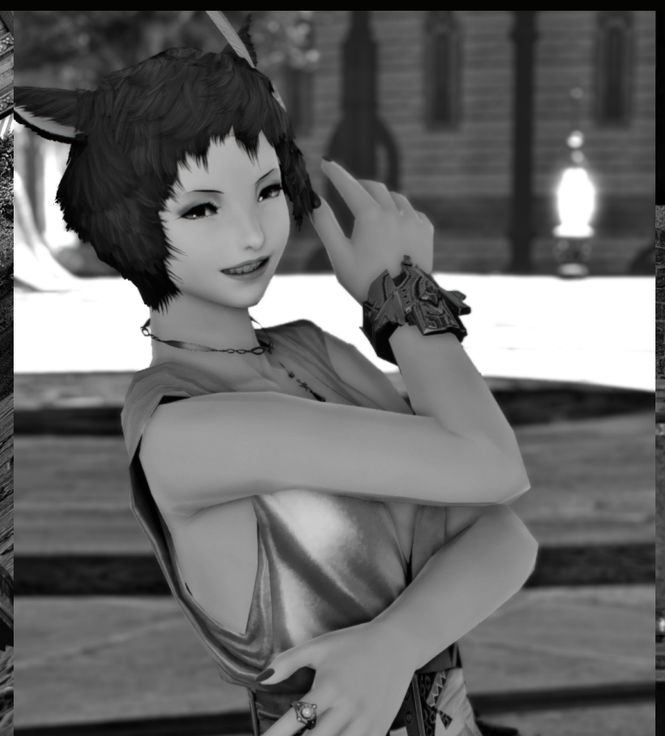
THE BLACKEST NIGHT

GPOSERS COMMUNITY COUTURE



FEMME FATALE

The trap is set, and the dice rolled. With a single gaze she kills you, your mind lost in the depth of her eyes. A seductress with a cold heart; a thief in a split dress, she merely plays and men simply fall.

GEAR LIST
FOR FEMME FATALE

MAIN HAND: COBALT-BARRELED MUSKETOON
Obtained: Crafted (BSM Lvl. 48) / Geraint - New Gridania (9,588 Gil)

HEAD: IRIDESCENT HAT OF AIMING
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 72) / Pixie Hoarder - Il Mheg (22,482 Gil)

CHEST: EASTERN SOCIALITE'S CHEONGSAM
Dye: Dalamud Red
Obtained: Mog Station

GLOVES: WITCH'S GLOVES
Dye: Soot Black
Obtained: Mog Station

PANTS: NO.2 TYPE B LEGGINGS
Dye: Soot Black
Obtained: The Copied Factory

SHOES: FAR EASTERN MAIDEN'S BOOTS
Dye: Soot Black
Obtained: Mog Station

EARRINGS: RONKAN EARRINGS OF AIMING
Obtained: Ilfroy - Eulmore (55 Sack of Nuts)

Gentleman

Become the very picture of a socialite; mellow and upstanding with a cane, pocket watch, and punctuality as your primary accessories.

GEAR LIST
FOR GENTLEMAN

MAIN HAND: RAINMAKER
Obtained: Out of the Blue (Sidequest)

HEAD: HOLY RAINBOW HAT
Obtained: Crafted (WVR Lvl. 53) / Norlaise - Ishgard - The Pillars (7,983 Gil)

CHEST: VALENTIONE ROSE WAISTCOAT
Dye: Soot Black
Obtained: Future Mog Station Item

GLOVES: BUTLER'S GLOVES
Obtained: Mog Station

PANTS: SLACKS OF ETERNAL DEVOTION
Dye: General-purpose Jet Black
Obtained: Ceremony of Eternal Bonding (Platinum)

SHOES: PTEROSKIN SHOES
Dye: Chestnut Brown
Obtained: Crafted (LTW Lvl. 60)

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NAIVE

YOUTH

A lively dancing youth, enjoying her brand new freedom in a style not quite all her own. Parties, unhinged joy, and perhaps regret await her and all of her friends.

GEAR LIST
FOR NAIVE YOUTH

MAIN HAND: GHOST BARQUE WAR QUOITS
Obtained: The Sirensong Sea

HEAD: PAGOS CIRCLET
Dye: Soot Black
Obtained: Eureka Pagos Lockboxes

CHEST: DALMASCAN DRAPED TOP
Dye: General-purpose Metallic Brass
Obtained: Crafted (WVR Lvl. 80)

GLOVES: FALSE NAILS
Dye: Dalamud Red
Obtained: Madhura - The Fringes - Castellum Velodyna (6 Ananta Dreamstaff)

PANTS: FAR EASTERN BEAUTY'S KOSHITA
Dye: General-purpose Metallic Brass
Obtained: Mog Station

SHOES: QUAINTRELLE'S DRESS SHOES
Obtained: Crafted (LTW Lvl. 70)

EARRING: CASSIE EARRING
Obtained: Eureka Pagos - Cassie and The Copycat (FATE)

NECKLACE: CRYSTARIUM CHOKER OF AIMING
Obtained: Shee-Tatch - Eulmore (375 Allagan Tomestones of Allegory)

BRACELET: DREADWYRM BRACELET OF AIMING
Obtained: The Final Coil of Bahamut - Turn 2

RING: CRYSTARIUM RING OF AIMING
Obtained: Shee-Tatch - Eulmore (375 Allagan Tomestones of Allegory)

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Private Investigator

A veiled past as an ex-cop, a mysterious woman, a dingy office, alcoholism, and cigarettes. If the very image of our intrepid investigator and his persona isn't vividly colored in your mind through shades of grey, surely this glamour will seal the deal.

GEAR LIST
FOR PRIVATE INVESTIGATOR

MAIN HAND: WEATHERED QUICK SILVER
Obtained: Aelina - Mor Dhona - Revenant's Toll (10 Rowena's Token (Soldiery), Unidentified Allagan Tomestone)

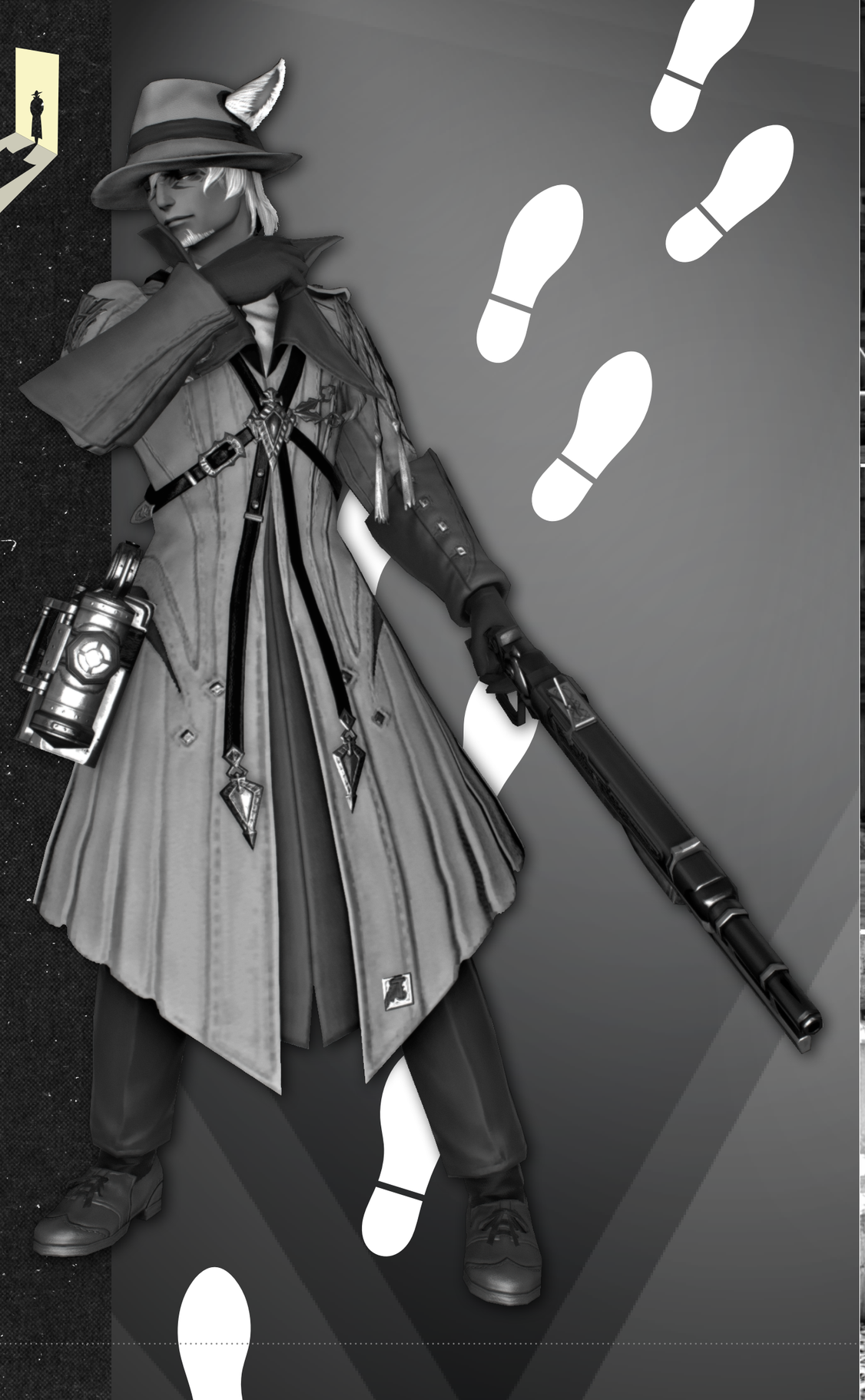
HEAD: HOLY RAINBOW HAT
Dye: Shale Brown
Obtained: Crafted (WVR Lvl. 53) / Norlaise - Ishgard - The Pillars (7,983 Gil)

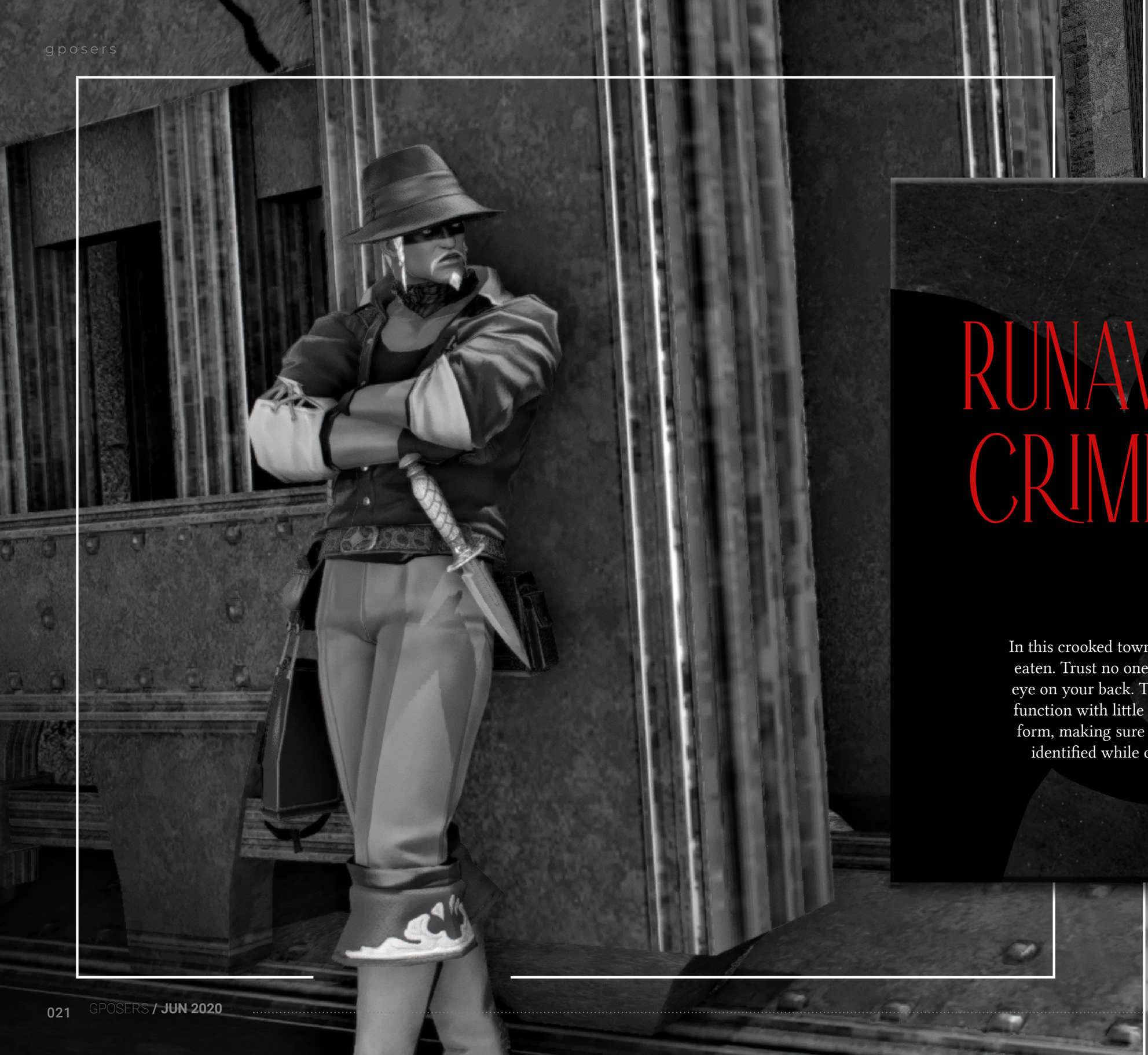
CHEST: AUGMENTED SHIRE CONSERVATOR'S COAT
Dye: Shale Brown
Obtained: Seika - Idyllshire (Shire Conservator's Coat, 1 Illuminati Tautest Gobtwine)

GLOVES: LINEN SHORTGLOVES
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 38) / Domitien - Old Gridania (2,773 Gil)

PANTS: BEST MAN'S SLACKS
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 53) / Rianne - Ul'dah - Step of Nald (12,000 Gil)

SHOES: PTEROSKIN SHOES
Dye: Loam Brown
Obtained: Crafted (LTW Lvl. 60)





RUNAWAY CRIMINAL

In this crooked town, its eat or be eaten. Trust no one and keep an eye on your back. This look is all function with little regard to the form, making sure you can't be identified while on the run.

GEAR LIST
FOR RUNAWAY CRIMINAL

MAIN HAND: IRON DAGGERS
Obtained: Crafted (BSM Lvl. 20) /
Geraint - Old Gridania (756 Gil)

HEAD: HOLY RAINBOW HAT
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 53) /
Norlaise - The Pillars (7,983 Gil)

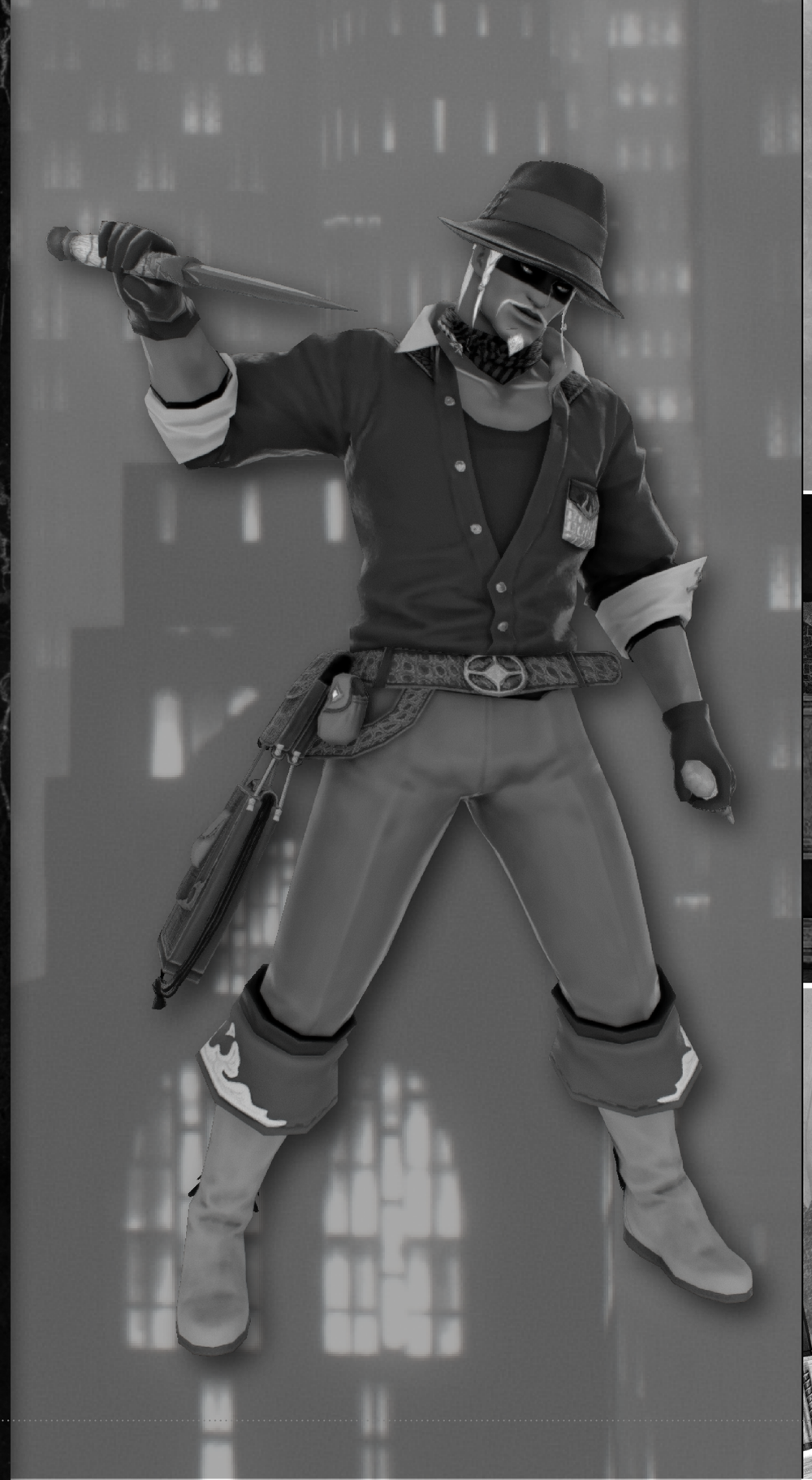
CHEST: CRAFTSMAN'S COVERALL TOP
Dye: Soot Black
Obtained: Enie - The Firmament
(2,200 Skybuilders Scrip)

GLOVES: HEMPEN DRESS GLOVES
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 11) /
Domitien - Old Gridania (224 Gil)

PANTS: BEST MAN'S SLACKS
Dye: Dragoon Blue
Obtained: Crafted (WVR Lvl. 50) /
Rianne - Ul'dah Steps of Nald (12,000 Gil)

SHOES: PAGOS BOOTS
Obtained: Eureka Pagos Lockboxes

NECKLACE: REDBILL SCARF
Obtained: A Redbill Farewell (Sidequest)



Paperboy

Is there naught more iconic in a mystery filled with intrigue, deception, and murder than the titular detective himself? Believed by most to be a simple guttersnipe with a keen ear and loud mouth (though others allege them to be an eldritch being of infinite knowledge) who is just trying to make ends meet, the Paperboy may just fit the bill.

GEAR LIST
FOR PAPERBOY

MAIN HAND: BONE BRAND
Obtained: Crafted (GSM Lvl. 3) / Geraint - Old Gridania (154 Gil)

HEAD: FLAT CAP
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 45)

CHEST: FLANNEL SUSPENDERS
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 60)

GLOVES: PAGOS FIELD DRESSING
Obtained: Eureka Pagos Lockboxes

PANTS: CROPPED FLANNEL SLOPS
Obtained: Crafted (WVR Lvl. 60)

SHOES: DINOSAUR LEATHER SHOES
Dye: Soot Black
Obtained: Crafted (LTW Lvl. 60)

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The Chanteuse

Enjoying a night in your local lounge? Make sure to take a glance at the sultry singer, dressed in her favorite evening wear and fancy jewels. She is surrounded by an air of melancholy, but that doesn't stop you from feeling a connection. Be warned: she's dangerous.

GEAR LIST
FOR THE CHANTEUSE

MAIN HAND: GEMMASTER'S MALLET
Obtained: Crafted (BSM Lvl. 60)

CHEST: GEMMASTER'S GOWN
Dye: Honey Yellow
Obtained: Crafted (WVR Lvl. 60)

GLOVES: CLAWS OF THE BEAST
Dye: Soot Black
Obtained: Gold Saucer Attendant - The Gold Saucer (30,000 MGP)

PANTS: SONGBIRD SKIRT
Dye: Soot Black
Obtained: Mog Station

SHOES: NO.2 TYPE B BOOTS
Dye: Soot Black
Obtained: The Copied Factory

RING: ETERNITY RING
Obtained: Ceremony of Eternal Bonding (Standard)

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STAR-CROSSED LOVERS

Just a small town girl
Livin' in a warring world
She took the phantom train going anywhere

Just an empire boy
Born and raised in south Valnain
He took the phantom train going anywhere

GEAR LIST
FOR STAR-CROSSED LOVERS

MAIN HAND: MOLYBDENUM GUNBLADE
Obtained: Crafted (BSM Lvl. 68) / Itto - Kugane (39,564 Gil)

HEAD: SENESCHAL'S MONOCLE
Dye: Aldgoat Brown
Obtained: Future Mog Station Item

CHEST: EMERALD CARBUNCLE JACKET
Dye: General-purpose Pure White
Obtained: Mog Station

PANTS: DIAMOND TROUSERS OF HEALING
Obtained: Sigmascape V3.0 (Savage)

SHOES: IDEALIZED BODYGUARD'S FINGERLESS GLOVES
Dye: General-purpose Pure White
Obtained: Memoria Misera (Extreme)

PANTS: EDENGRACE TROUSERS OF FENDING
Dye: General-purpose Pure White
Obtained: Eden's Gate: Inundation (Savage)

SHOES: IDEALIZED BODYGUARD'S THIGHBOOTS
Dye: General-purpose Pure White
Obtained: Memoria Misera (Extreme)

GEAR LIST
FOR STAR-CROSSED LOVERS

MAIN HAND:
EDENGRACE PLANISPHERE
Dye: Regal Purple
Obtained: Eden's Gate:
Sepulture (Savage)

HEAD: KOPPRANICKEL
TEMPLE CHAIN
Dye: Aldgoat Brown
Obtained: Crafted (GSM Lvl. 63) /
Muto - Kugane (20,778 Gil)

CHEST: YORHA TYPE-51
JACKET OF HEALING
Dye: Regal Purple
Obtained: The Copied Factory

GLOVES: ANEMOS
CONSTELLATION ARMLETS
Dye: Regal Purple
Obtained: Gerolt - Eureka Anemos
(Constellation Armlets +2, 150
Anemos Crystals)

PANTS: IDEALIZED
SOOTHSAYER'S SKIRT
Dye: Regal Purple
Obtained: Memoria
Misera (Extreme)

SHOES: NEO-ISHGARDIAN
BOOTS OF HEALING
Dye: Regal Purple
Obtained: Crafted (LTW Lvl. 80)

Leeja's Housing Corner

featuring Arkana Grey's home on Phoenix

Leeja here, with another hot off the presses housing showcase for you all! I received a hot tip that there's going to be one helluva performance at a local jazz club, and I thought you all might enjoy seeing how some of Eorzea likes to get together when they're not off slaying primals and saving shards.

Today we're heading to Phoenix, home of Arkana Grey's own jazz club, the Arbor Lounge. Arkana was kind enough to let me explore the club devoid of guests, but she also extended an invitation for me to attend one of the monthly shows that take place here. Now that's an offer that this Miqo'te can't refuse!

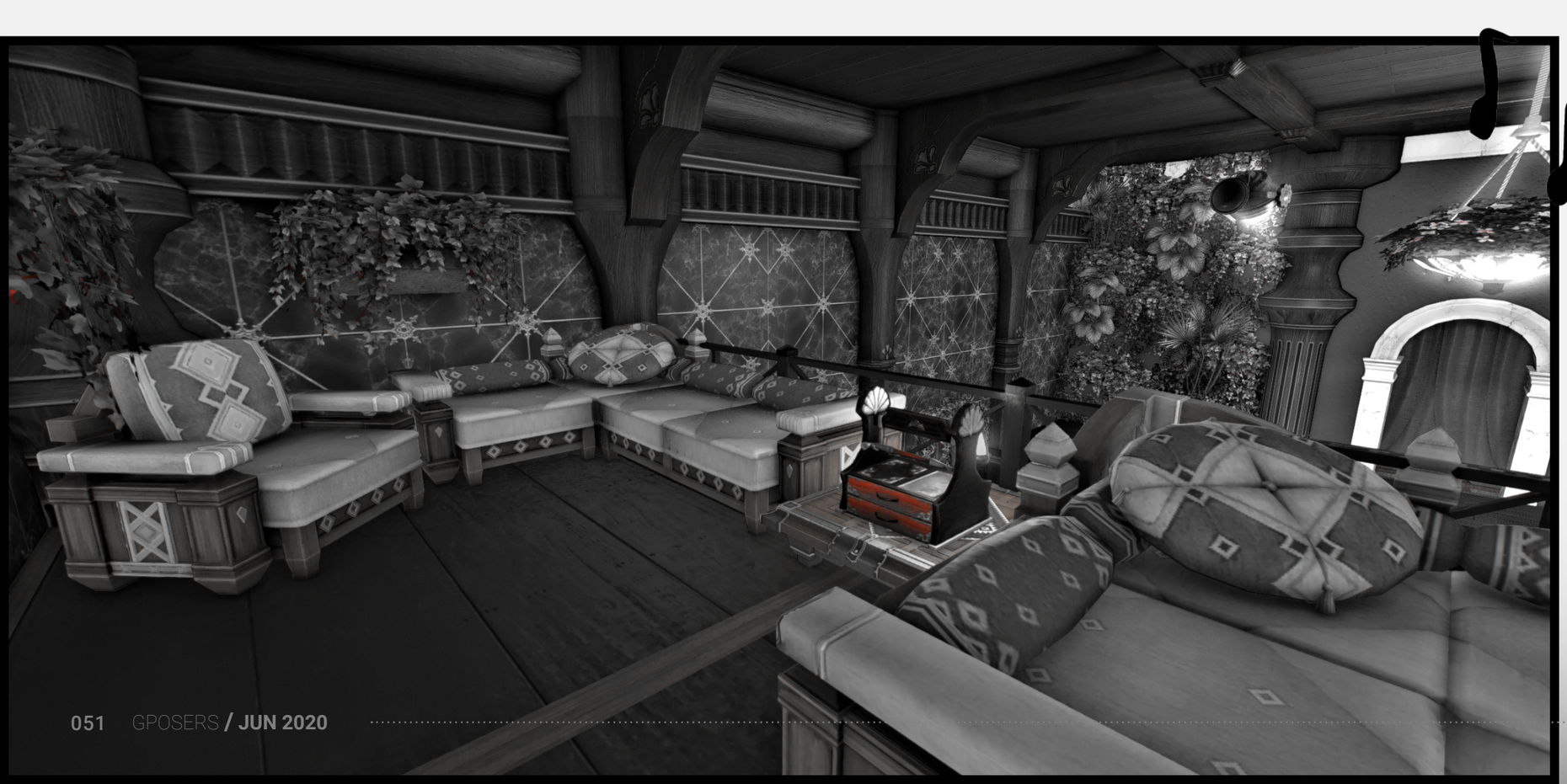
Nestled in the always inviting Lavender Beds, we make our way up the steps and enter. The lounge takes its namesake to heart, with plantlife gracefully adorning the walls at every turn. The atmosphere is light, welcoming, and, most of all, fun.

The waitstaff is situated behind the long bar to the left of the front door. There are plenty of **bar stools** available as well, along with dining service tables and **oasis benches** to the right. Soft music plays over the orchestration, giving the space that “lounge” feel.

Now it's time to head downstairs, where I'm told all the magic happens.

Oasis round tables sit facing the stage, which extends from the walls on both sides, covering a portion of the room. Ample seating in the form of **glade stools** surrounds the tables. Soft lighting from the **glade lanterns** emits from the center of each table, delicately decorated with **glade floral vases**. Arkana has provided libations at each setting, along with **ashtrays** for guests who prefer a bit of smoke with their drink. The atmosphere down here is quiet, yet buzzing with energy as anticipation mounts for the performances to be held here anon.

Farther back from the main stage is an open balcony perched high overhead, with suitable seating for those patrons who might prefer a different experience. **Oasis couches** line the back railing, giving guests an inviting space to socialize more privately, away from the activities below, while still allowing them to be a part of the fun.



The stage itself is wonderful. **Troupe stages** joined together, set against a backdrop of **verdant partitions** and a **marble arch partition** nestled in between, surrounded on both sides by two marvelous **gridanian pillars**. There is no doubt looking upon this display that the Arbor Lounge is true to its name.

♫♪♩♪♫♪♩♪♫♪♩♪

Passing under the archway, I discover a small dressing room and a sitting area reserved for the performers of the evening. An **alpine chair** sits in front of an **oasis desk**, adorned with a pot of tea and a **mummer's maquillage** set for freshening up before a performance. **Glade benches** sit on the opposite end of the room, mimicking a waiting area of sorts.

At this point, I am positively brimming with excitement at the opportunity to experience a performance held at the Arbor Lounge. I hope you all enjoy some of the photos I captured during the performances to complement this housing tour. It's not often that I am granted an all-access pass to such an event, so I used my time wisely and enjoyed every minute of the experience!

Should you or a friend (or perhaps a group of friends!) wish to experience the Arbor Lounge for yourselves, simply venture over to **Phoenix world's Lavender Beds district.** The Arbor Lounge can be located in **Ward 11, Plot 14,** and you can catch their monthly show on the **second Saturday of every month at 7 pm server time.**

I hope you all enjoyed this experience as much as I have! Remember, I'm always looking for new houses to visit, so if you, or anyone you know, want to be featured in an upcoming article, simply give me a shout over on Lamia or you can find me in our Discord. Until next time!

Leeja

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THIRD PLACE

GEDA YUMI
<SHIVA>

NADUR

A DARK NIGHT IN THANALAN

BY BRAE RITIAN

The crack of a struck match flashes, illuminating my partner's face for a moment before her likeness disappears back into blackness. The embers at the end of her cigarette flaring as she sucks in. I, personally, have never been fond of the habit. Smoking, that is, and I curl my nose at the musk that billows from her mouth. Detective Yda Hext. A rash woman with a keen sense of goings on. It's often said she's got the nose of a hunting dog, without a leash to match. Tonight, she's tracked down another.

"Papalymo".

Her voice travels on the smoke, reaching me as she nods her head in greeting. Hands in my pockets, I approach, not taking my eyes off of the body. It's male. Hyur. Dressed in dockhand's clothes, slumped at the base of the cretinous statue of a crime lord turned "honest" businessman. The scene's spotlighted by a single lamp, its light hardened into a shaft by the dawning mist rolling into the bay. Only the slightest hints of sunrise dye the morning sky in hues of iridescent tangerine and pink, stars just beginning to retreat from it.

"Hext" I reply, foregoing the usual niceties, "run it down for me".

"Beat cop found 'im like this a few hours ago, body weren't there before two in the mornin'. Likely a slashin'. Her face comes into view again as she steps into the lamplight. Shaking the match out in her hand, she uses its blackened carcass to point at the body's neck. "Y'see? Clean laceration. Right across the throat". She drags at the smoke again, tapping the glowing sparks nearer to the crime scene than I'd like.

"Could you not?" I chastise, batting away the ashes with my hand. I only get a haughty exhalation in response, but I ignore it. "Did someone clean up?"

"What do you mean?"

I kneel down next to the body and look up at Hext, snapping my fingers for a light. She catches on and strikes another, the hiss of fire briefly filling the silence of the twilight hour. I take the match and hold it close to the ground. As I thought.

"There's no pooling", I observe; "No arterial spray neither. He wasn't killed here, but was moved from somewhere else". I bring the flame closer to his face, turning his chin toward me to get a better look. "Any idea who he is?"

"'Aven't the foggiest".

"Beat cop didn't identify him?"

"If he 'ad, I'd know who he was, wouldn't I?" Hext drops the cigarette and grinds it into the floor. I flick the match behind me, letting the course of time put it out, and reach into his trouser pockets. Nothing. "Who'd bring 'im 'ere anyway?" Hext asks, "It's not like it's an incompicious location or somethin'".

"Inconspicuous" I correct, reaching inside the corpse's jerkin to feel something thin at the tips of my fingers. Using both hands now to find better purchase, I retrieve what appears to be some kind of card. A business card, I realize, after holding its surface to the lamp. "Well, Hext, I think I found why the killer left the body here", I make the claim with confidence as I palm off the card to Yda. The paper trail feels too obvious to be unintentional, but I keep that quiet. The card, the location of the body, they both lead to a single place.

"The Waking Sands" Hext mutters, flipping the card over in her hand before pocketing it.

"Indeed". I make a show of looking past Hext, towards the largest building in Vesper Bay. An angular structure with a grand pair of oaken double doors flanked by exotic potted plants, situated at the top of two flights of stone steps. My eyes shift back to the statue of a fellow Lalafell, a man I'd met before and didn't relish the idea of sitting with again.

"Looks like we're payin' 'im a visit", Hext remarks to the sound of another smoke being lit. I regard her witheringly, making my displeasure plain.

"Lolorito".

The Waking Sands is a dive, but I suppose it's what folks deem to be passable. It's a club, bar, cabaret, whatever people call it these days — to me, it's all a front for Lolorito's racketeering. No one looks twice though; the allure of girls and cheap booze is all it takes to all but guarantee wilful ignorance here in West Thanalan. Even as I approach the door, I can smell the night's debauchery within, the stench of sweat and liquor mixed with the perfume of Lolorito's showgirls. The whiff of tobacco could be coming from my partner as much as from the Sands though, as I cast a sidelong glance at her tapping out the embers of her fourth smoke in the last half hour on the stone edifice. She's really going through them tonight.

"I'm off now, Alphie" are the first words I hear upon stepping across the threshold, the voice a crystal clear breath of air amid the stink of working boys from the docks that still lingers in the air even after they're long gone. Sultry, refined with the crisp edge of a silver tongue that sounds like it means trouble.

"Have a good 'un, Miss Rhul. Get home safe!" comes another, younger voice. Male.

"Wonderful singin' tonight Miss Rhul'' a third voice, female and slightly older with the high pitched intonations of a Lalafell. I think I recognize it, but can't be sure for certain. I take it all in, the sounds, the smells, and the slight clamminess of The Waking Sands warm interior. Hext leads, striding with her usual cock-suredness into the main lounge. I follow, noting the assembly of round wooden tables, their stools recently stacked by the bar where a Lalafell bartender in a snazzy black bowtie, white shirt combo polishes its surface. A young man, easily no older than sixteen, with white hair sweeps the night's detritus in short sharp motions with a broom that's taller than he is.

"Can we help you?" comes that voice again. The refined one. I trace its silken sound back to a slender figure in a red dress, bundled up into a stylish camel skin coat that serves only to accentuate the pristine whiteness of her cropped hair; two pigtails drape down across her

lightly tanned cheeks, which draw my attention to her eyes, which are the color of the sea lapping at the shores of a beach resort. Teal, that's the one. A long white tail flicks from behind her in anticipation, her ears perking up with the slightest hint of surprise. A Miqo'te, wearing an expression somewhere between feigned shock and knowing smirk.

"Detective Yda Hext, this 'ere's my partner: Detective Totolymo," Yda says, taking a step forward and flashing her badge. The Miqo'te approaches in kind, her eyes not so much as glancing at Hext's identification but meeting my partner's gaze, drawing challengingly near. The pair share a silent exchange — one that I don't even try to guess at — before the Miqo'te steps to Hext's side, dragging the contest between them like a blade across a breastplate.

"You got a light, Detective Hext?"

"We just wanna ask you a few questions" Yda replies, never once retreating from this dangerous, private game that they're playing. The crack of the match snaps the tension like a broken bowstring and I notice the bartender visibly remembering to breathe. The Miqo'te, Miss Rhul, holds her cigarette to Hext's flame and sucks in. The smoke exits her nose as she turns to me, coming close with a fierce elegance that reminds me of a coeurl sniffing out prey. She does me the courtesy of not stooping to speak to me, and instead leans against one of the pale walls and dragging on the shrinking stub again.

"What questions could the famous Detective Papalymo possibly have for lil' ol' me?" she says it with affected smarm, letting the words hang in the air as if dangling them over my head.

"'What's your name?' for starters" I reply, nonplussed. I pull a dog-eared notebook and pen from my coat's inside pocket, flicking it open to the first blank page I find. "Well?" I urge.

"Y'shtola Rhul, I'm a singer here" she sighs, averting her eyes when I don't take her bait.

"Freelance or do you work here?" I ask, my eyes flicking up from the notebook. Y'shtola crosses her free arm to support the elbow as she draws in another breath of smoke. Defensive. It definitely works for Lolorito, which I can't imagine anyone relishing.

"Freelance" she lies, her tail accelerating in its pendulum swing, "but I owe the owner a favor".

"Is he here?"

"Who?"

"Your boss, Lolorito". I put it to her straight, closing my notebook with a snap. I meet her eyes briefly before she rolls them, looking away again. She fidgets like a hooked worm, pushing herself away from the wall and stamping the burned-out stub into the floor.

"He might be, why d'you wanna know?"

"Any idea who this belonged to?" Hext inquires, flicking the business card that we found in front of her face, holding it between her extended fore and middle finger. Y'shtola affords the card a cursory glance before showing my partner the innocent smile that plays across her face.

"Not a clue," she says, "Lolorito hands those things out to just about anyone who has business with him".

"Reckon she could identify the body?" Yda addresses the question to me, I give her a shrug in the affirmative.

"Worth a shot".

“Body? What body? Whose?” Y’shtola asks, letting her guard drop. She seems panicked, like the confident facade she’s maintained ‘til now has fallen away.

“Come with me, won’t take a mo” Yda makes to leave, only pausing when she notices that the Miqo’te hasn’t moved. “It wasn’t a request, lady”. Y’shtola scowls and calls over her shoulder at the young boy — Alphie — informing him about the cigarette she stamped into the recently swept floor and apologizing. I watch as the two women leave, approaching the Lalafell bartender once they’re out of earshot.

“So, is he in?” I ask again, hoping that the bartender will be more forthcoming. She nods and tilts her head in the direction of a closed-door behind me.

“In ‘is office, yeah” she affirms, her gaze never leaving the wooden surface that she’s polishing. I can see my reflection in it already, so I surmise she’s just avoiding me.

“Thanks. Have any strange customers been in lately?”

“Every night” she answers honestly, grabbing a pitted glass along with an off-white cloth, vigorously cleaning the inside of the container and clicking her tongue in frustration whenever she finds a loose fiber. “‘Ad a proper weirdo in a few weeks ago though”.

“How so?”

“Tall bloke, dressed like ‘e was abou’ to see the Sultana ‘erself!” she looks at the ceiling with a huff, letting her shoulders relax, “an ‘andsome devil ‘e was..at least until ‘e opened ‘is mouth”.

“Go on”.

“Well, ‘e spoke all funny like. As if ‘e was readin’ straigh’ outta one of them books — a thesaurus, I think?”

“I see. Did he do anything odd, besides speaking strangely?” I inquire, my curiosity piqued. “Not really, no,” the bartender tells me, “but ‘e did make a poin’ of wantin’ to see Mr. Lolorito!”

I thank the bartender and leave her to her work, walking towards the office belonging to the owner of the establishment. Who was this guy that the bartender told me about? And why did a random singer lie to me and seem nervous at the mention of the body outside? It makes me wonder if she might have something to do with the murder, though I doubt she was the culprit. Nah, she would’ve been performing here in the Sands at the time of death. The

strange man at the bar though…why does he sound fami—

My thoughts are interrupted by the office door as it swings open with a crash. Another Elezen child, a dead-ringer for the cleaning boy Alphie, storms from the undoubtedly unpleasant company inside. I step aside as she passes and, without hesitation, I slip into the room behind her, gently closing the door. He's in front of me, sitting at his desk with his head resting on its matted surface. He doesn't react to my entrance. I feel the hairs on the back of my neck raise in alarm as I approach cautiously. His office is spacious yet rendered claustrophobic by the clutter of gaudy ornamentation and ostentatious furnishings. Most of it is made of dark, lacquered wood, giving the room a wealthy (if not self-important) air, which, coupled with the grand portrait of Lolorito himself hanging above a fireplace on the left wall, strikes me as self-aggrandizing. I notice the open window at the back of the room, a cool sea-breeze carrying the smell of brine with it, fluttering a few loose papers on the proprietor's desk. It's only as I draw near that I see the blood pooling around Lolorito's neck, a large gash drawn across it. I put my fingers to his neck, searching for a pulse. I don't find one…

His hand is pinned, palm down, to a letter spike with a piece of blood-marred paper beneath it, but I don't have the time to read it. I rush out of the office, seeing Yda lighting another cigarette and approaching me.

"Yda!" I shout, much to the alarm of all parties present. She looks at me in surprise.

"Lolorito's dead".

TO BE CONTINUED… AT

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NAME: Cahya Altaica
WORLD: Omega
BIRTHDAY: June 2nd
DEITY: Thaliak the Scholar

NAME: Kai´ra Thetis
WORLD: Coeurl
BIRTHDAY: June 20th
DEITY: Llymlaen the Navigator

NAME: Yue Lin
WORLD: Siren
BIRTHDAY: June 2nd
DEITY: Nymeia the Spinner

NAME: Silvana Nara
WORLD: Zodiark
BIRTHDAY: June 6th
DEITY: Oschon the Wanderer

NAME: Messy Fantasia
WORLD: Lamia
BIRTHDAY: June 21st
DEITY: Thaliak the Scholar

NAME: Seraphina Glacius
WORLD: Mateus
BIRTHDAY: June 21st
DEITY: Menphina the Lover

BIRTHDAY MONTHLY

NAME: Kiyohime Kobori
WORLD: Brynhildr
BIRTHDAY: June 13th
DEITY: Nymeia the Spinner

NAME: Reina Farron
WORLD: Typhon
BIRTHDAY: June 21st
DEITY: Menphina the Lover

NAME: Lapis Weridpan
WORLD: Odin
BIRTHDAY: June 15th
DEITY: Azeyma the Warden

NAME: Kaien Kaifu
WORLD: Zodiark
BIRTHDAY: June 17th
DEITY: Nymeia the Spinner

NAME: Azero Kanon
WORLD: Behemoth
BIRTHDAY: June 13rd
DEITY: Thaliak the Scholar

NAME: Aerys Raskreia
WORLD: Jenova
BIRTHDAY: June 24th
DEITY: Nymeia the Spinner

NAME: Shirlai Atomos
WORLD: Goblin
BIRTHDAY: June 19th
DEITY: Menphina the Lover

NAME: Ain Callisto
WORLD: Odin
BIRTHDAY: June 28th
DEITY: Menphina the Lover

NAME: Mischief Luna
WORLD: Cactuar
BIRTHDAY: June 29th
DEITY: Thaliak the Scholar

BIRTHDAY

NAME: Lily Everly
WORLD: Odin
BIRTHDAY: July 2nd
DEITY: Menphina the Lover

NAME: Marot Satil
WORLD: Lamia
BIRTHDAY: July 2nd
DEITY: Althyk the Keeper

NAME: Nicais Mercer
WORLD: Lamia
BIRTHDAY: July 3rd
DEITY: Llymlaen the Navigator

NAME: Shintaro Tenryuu
WORLD: Midgardsormr
BIRTHDAY: July 4th
DEITY: Llymlaen the Navigator

NAME: Escher Strange
WORLD: Zodiark
BIRTHDAY: July 6th
DEITY: Thaliak the Scholar

NAME: Ajisai Buhen
WORLD: Exodus
BIRTHDAY: July 11th
DEITY: Nymeia the Spinner

NAME: Linth Runakaii
WORLD: Cactuar
BIRTHDAY: July 11th
DEITY: Byregot the Builder

MONTHLY

NAME: Miyu Fubuki
WORLD: Omega
BIRTHDAY: July 12th
DEITY: Menphina the Lover

NAME: Asogi Kazuma
WORLD: Lamia
BIRTHDAY: July 15th
DEITY: Azeyma the Warden

NAME: Lolola Lola
WORLD: Siren
BIRTHDAY: July 17th
DEITY: Byregot the Builder

NAME: Celesta Estheim
WORLD: Lamia
BIRTHDAY: July 26th
DEITY: Menphina the Lover

NAME: Full-time Senpai
WORLD: Mateus
BIRTHDAY: July 26th
DEITY: Althyk the Keeper

NAME: Minty Mathis
WORLD: Mateus
BIRTHDAY: July 30th
DEITY: Nymeia the Spinner

NAME: Misaki Kyuusei
WORLD: Midgardsormr
BIRTHDAY: July 30th
DEITY: Rhalgr the Destroyer

Community Collection

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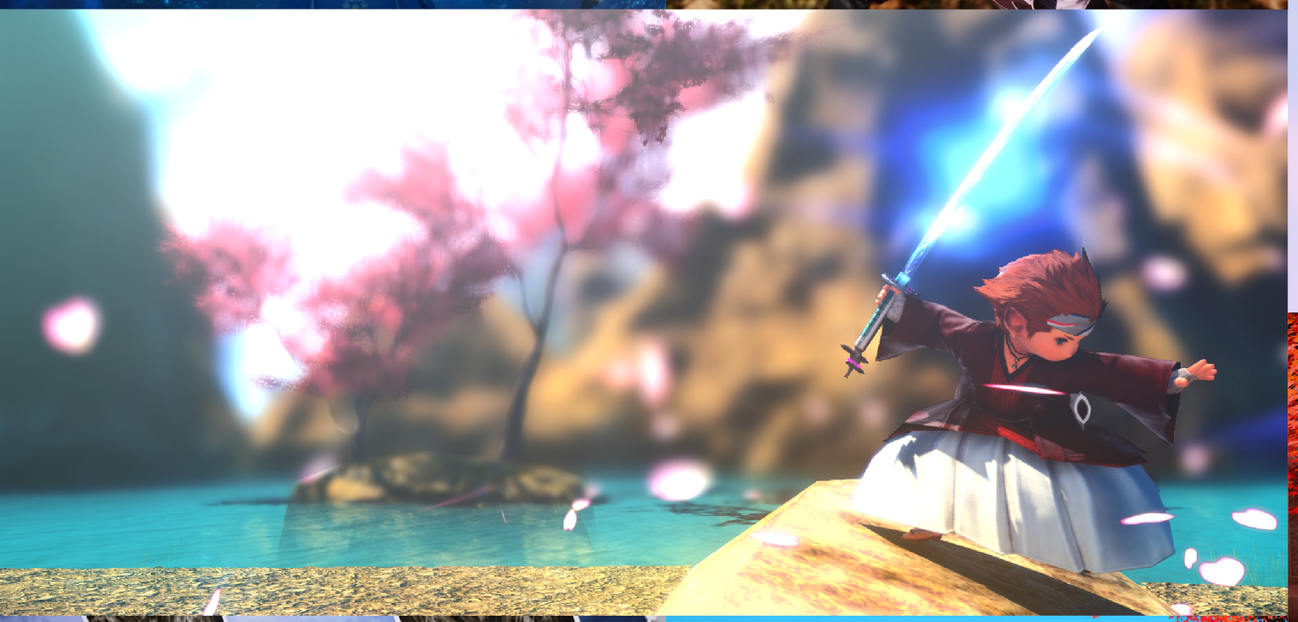

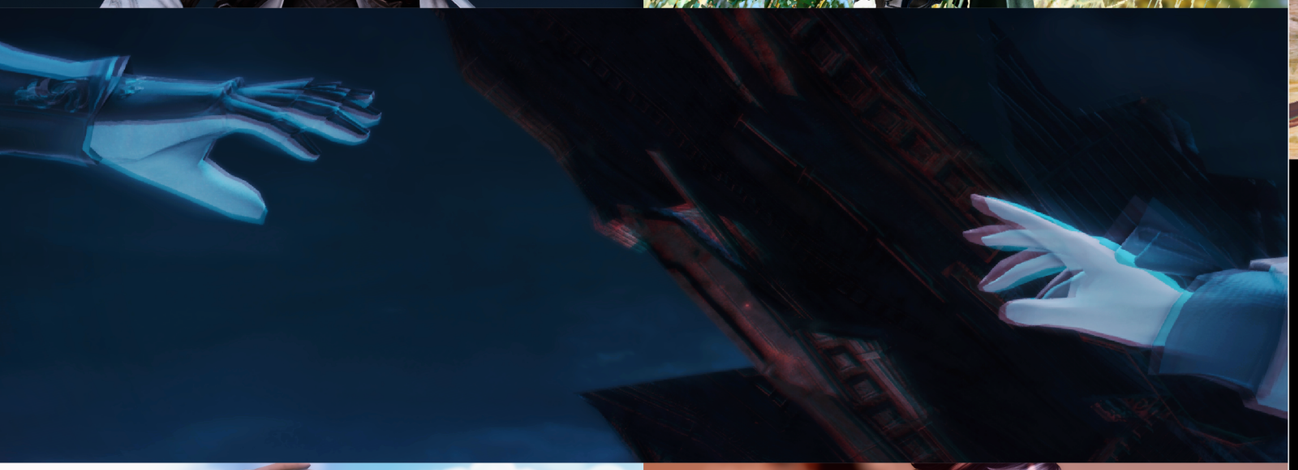

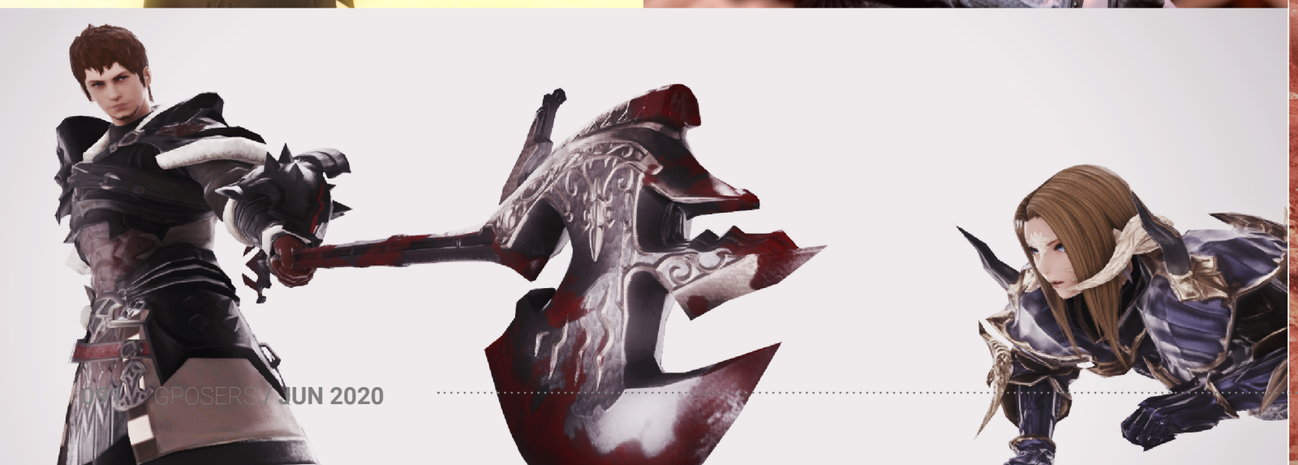

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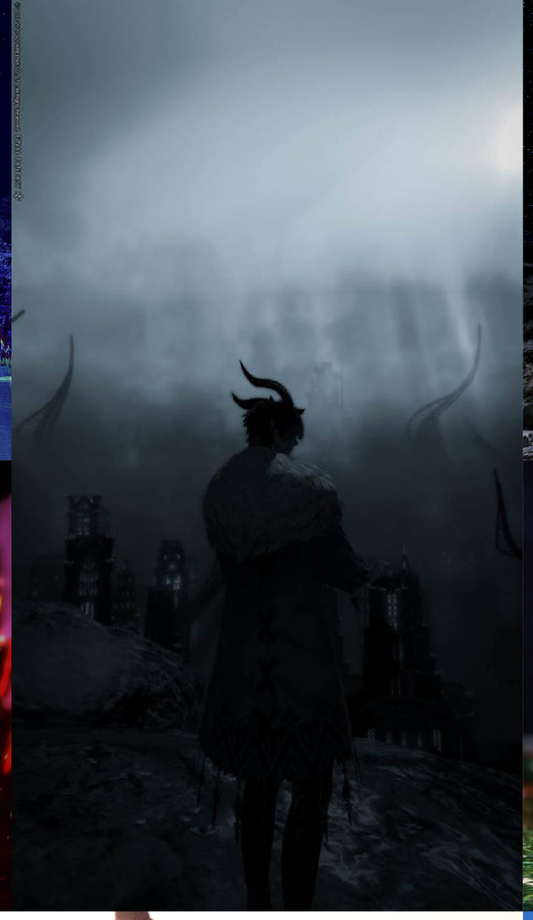

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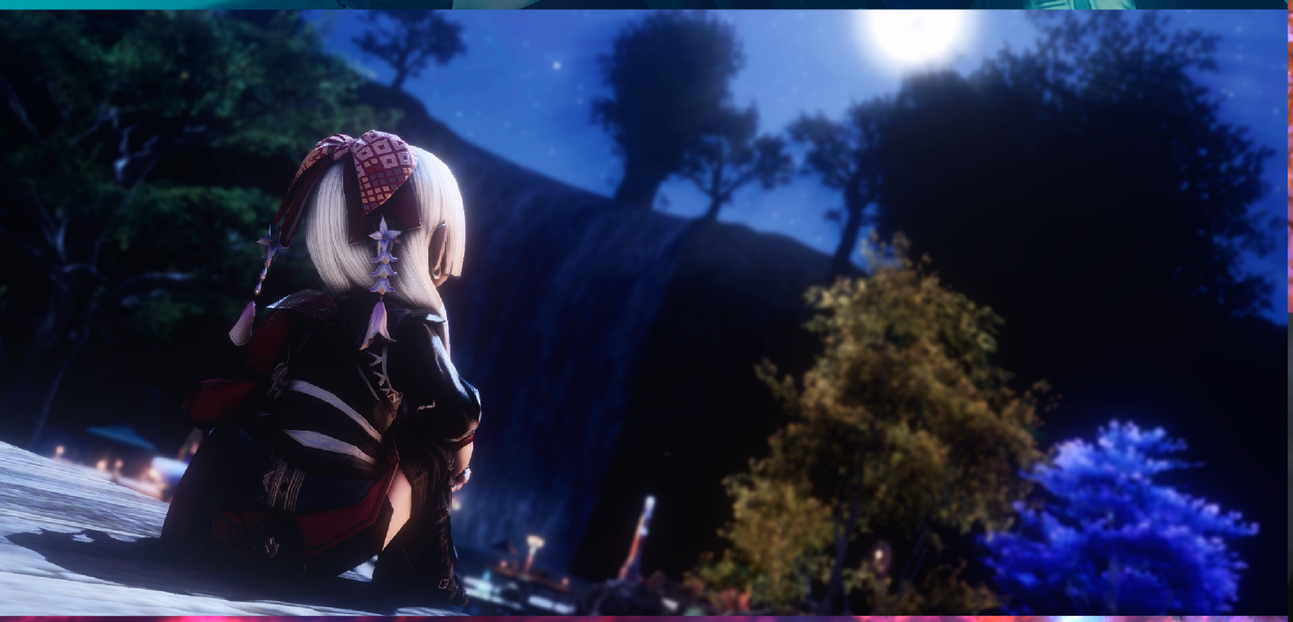

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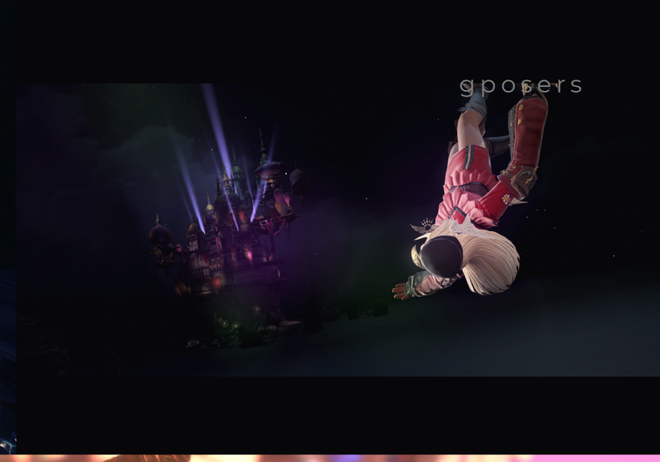

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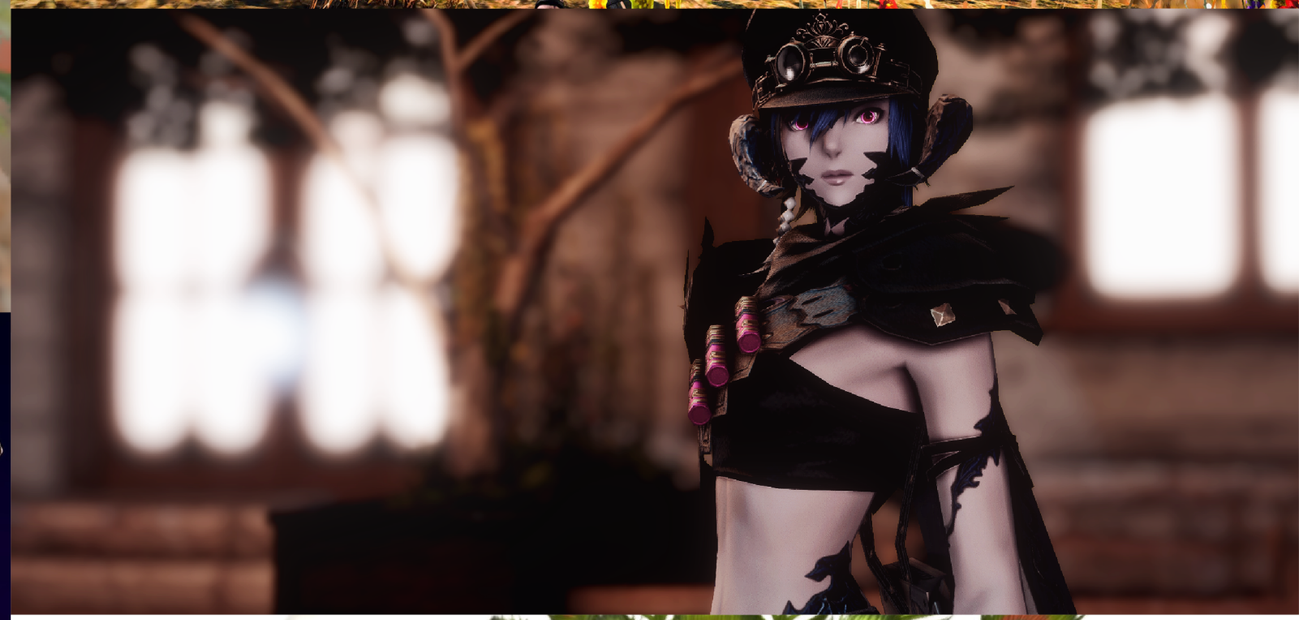

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Zero Luciis

Art by Andonoz

ARTIST SHOWCASE

Andonoz

@ andonoz

Alysia

Art by Andonoz

Final Fantasy XIV

Art by Andonoz

How long have you been creating art?

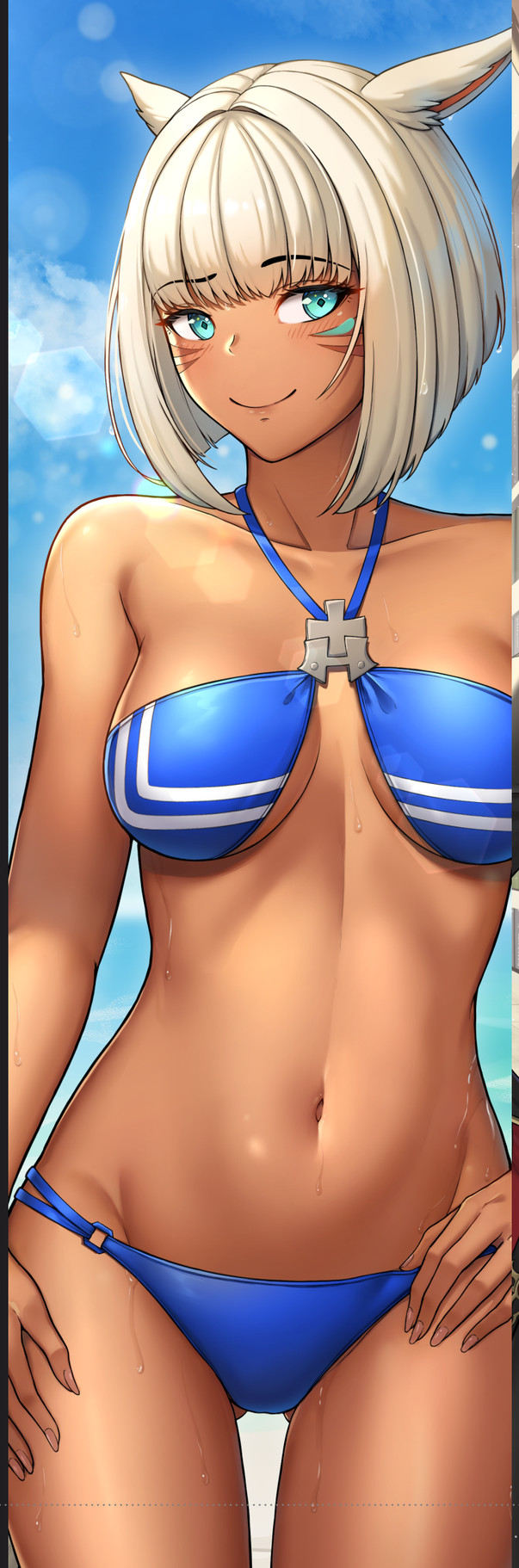
I've been drawing for around 5 years now. When I was young I never really took art seriously as I thought it wouldn't contribute to my future too much. What made me discover my passion for art was receiving an art piece from someone. I remember one day commenting on someone's drawing. Apparently that person really appreciated what I did and sent me a picture of a drawing dedicated to me, which even included my name. It made me so happy as I wasn't expecting it in the slightest. It wasn't a masterpiece but the feeling of receiving something specifically made for you is something I hold close to my heart. After that, I wanted to do the same for others and discovered my passion for art. It's a feeling I've never felt before and I instantly knew this is what I wanted to do for a living. I've been drawing almost every day since then while following a different education on the side. I started with traditional art specializing in markers. One year after I decided to switch to digital art and learn how to make original pieces.

What do you love to draw the most?

I draw what inspires me, whether that be a specific character from a game or show. That being said, FFXIV is one of the only games I'm really attached to and because of that, most of my art will be related to that game. Something I used to do all the time is log-in, look at all the amazing characters from people, and make them a surprise drawing if they inspired me. Some might also notice that I exclusively draw girls and they would be right. I do that because learning anatomy is tough and decided to focus on females first. I do plan on learning how to draw males in the future though (... one day /sweat).

What motivates you to draw?

My biggest motivation to draw is to reach the skill level of those amazing artists I look up to. I know the road is hard and will come with a lot of struggles but I set that to be my goal. Because of my passion for art, I started to look at the world differently. When I see art or walk outside I try to see connections and learn from it, think about perspective guidelines or shading. A big part of improving at art is observation after all. Another big reason is seeing how happy you can make someone with your art. Knowing something you poured your heart and soul into was able to reach them... I can smile because of it for days! Money plays a role as well of course. It's not what drives me but I do need to make a living, even if it's a small one. I'm working hard to make that a reality one day!



Who/What is the inspiration behind your art?

I mostly get inspired by the amazing art or FFXIV screenshots I see on social media. I follow a lot of incredible artists (like Nagu and Momoco Haru) which means there's always something amazing to see. I find it so inspiring to see their skill and unique styles. It can be overwhelming at times, seeing what you're up against. It's easy to think that they got there effortlessly but I believe that they must have struggled for such a long time. Art is also a way for me to express my emotions. When I'm really sad or feel touched by a story for example (*cough* Shadowbringers) I feel the need to make an art piece for it.

Do you accept commissions?

I do accept commissions. I usually announce on my socials when exactly I open them in advance so everyone has a fair chance. I only accept a limited amount of slots at a time so you've got to be fast. I'm not a fan of having overly long waiting lists. But that also means that if you weren't able to get one, that it shouldn't take too long before I open them again.

The *Gift* of Roleplay

by Arkana Grey

I'm just going to break the ice by saying: yes, roleplay exists in Eorzea, and no, it definitely is not all erotic roleplay in the Quicksand. I know you were thinking about it, and that's okay—reputations do not appear by themselves, after all. But today I want to open some minds, empty the metaphorical jam jar of misconceptions and prejudices, and talk about what roleplay really is in the world of Final Fantasy XIV.

I, as a European, have roleplayed on Omega on the Chaos datacenter and now predominantly on the Light datacenter. I mistakenly thought that roleplay only existed on Crystal. It was when Fellowships were released that I found the Silver Valkyrie Events Fellowship (founded by Morgana Browne of Lich, who also runs a Free Company with the same name) that I realized roleplay did in fact exist in many hidden corners of Eorzea. The rest, as they say, is history.

Silver Valkyrie Events has grown in ways I never expected. And I could not be happier or prouder of the effort everyone has put in. Things have grown a lot since the world visit system and Fellowships were implemented, and it's leading me to try and think of new and better ways to make roleplaying accessible to everyone.
Morgana Browne, Lich Server

With just over 400 members, the SVE Discord group and Fellowship is a thriving roleplay community with venue listings, character listings, lore documents, character workshops, and regularly scheduled events for roleplayers to get together and have adventures! But what is roleplaying, and how do players get involved?

Mis'to Raethe of Odin server says, "I enjoy crafting stories and events with people who like the same things as I do: getting to meet folks from all around the world. There are so many people I'd never have met thanks to it, and many of my best friends came from it."

In my own experience, there are two main varieties of roleplay: casual, which generally encompasses taverns, bars, clubs, beaches, and general public spaces where players are free to interact with other players 'in character' (IC). The other variety is known as adventure roleplay which, in a lot of ways, resembles the popular tabletop game 'Dungeons and Dragons'. A player will run campaigns for other players filled with intrigue, drama, mystery, and epic battles. You'll also find events that blend these two varieties together quite nicely such as Fight Nights and Murder Mysteries, the former often bringing back the age-old debate of "should we use the / random dice rolls to decide who wins, or should we be mature adults and not battle our egos to the bitter end?"

Mina Kimura of Lich server says, "Roleplay often has a misconception

that it's only about erotic roleplay, but this is not the case! Sure, it happens, but this is generally behind closed doors, and the RP you see out in public venues is generally story-based and a lot of fun. If it's ever been something you're interested in, then be sure to check it out and give it a go!"

Perhaps you are thinking, "well, I enjoy Dungeons and Dragons, and I also enjoy FFXIV, so maybe I should give roleplay a chance." To that, I would shout a resounding "Yes!" It's an amazing way to relax and unwind from the struggles of work and life dramas. Moreover, roleplay is a way to connect even more with your character. Perhaps you will connect with parts of yourself you didn't realize were there? It's also a way to meet wonderful, creative people.

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So how does one get started in roleplay? Firstly, build a short background for your character. Something simple will do, and there are plenty of resources to refer to online, and communities who are on-hand to help out fledgeling roleplayers create their backstory. Don't worry, you won't need pages and pages! Something small will be suitable that you can build upon during your adventures.

Once you are happy with your character, find out where and when your datacenter events are. Perhaps you will be lucky to have an area or venue in the game often populated by roleplayers. However, others will need to find a schedule of events happening. For example, on Light, there are many venues that open throughout the week on rotation, so it is a good idea to visit these places when they are open to meet a

Don't worry about coming in with an engaging story and engaging character; you'll stress yourself out. Instead, think of a personality you like and join something small while you feel them out.
Mis'to Raesthe, Odin Server

variety of players. If the thought of many roleplayers in one area is daunting to you, then you could always reach out and ask if anyone is available for a small meet-up instead.

Mina says, “Look up resources and start off slow. If you’re going to a venue then, if you can, take a friend along. It will help with any nerves. Try contacting the venue owner and they can integrate you slowly if you feel like you need it. And don’t forget to ask questions regarding lore or roleplaying. Roleplayers are often more than happy to help newbies join in.”

Once you reach your venue, event, or meet-up of choice, it’s time to have some fun! Roleplay is such a great way to escape your regular life for a little while and slip into somebody else’s (without becoming some NPC’s messenger, am I right?). Make sure to ask questions about other characters, and create fun stories with them!

Perhaps you are at a tavern and you overhear that another adventurer is having trouble with a group of bandits. Would your character offer their services to assist (an excellent way to become enlisted into an adventure storyline)? Or maybe

Do not be afraid to get your character in there and represent themselves and remember that ICly (in character) and OOCly (out of character) communication always is key.
Silvy Rosethorne, Lich Server

your character would insult them for being pathetic (an excellent way to get yourself into a fistfight).

Of course, like most content in the game, there are some protocols that roleplayers adhere to during their roleplay experiences. Some protocols exist to make everybody’s lives easier, and others exist to protect players’ personal feelings. If you want to learn more, don’t be shy—search for a roleplay community via the in-game services or ye olde trusty internet, meet some players, and ask for a brief introduction to roleplay. Failing that, you can always approach me and ask for some help!

I hope that my love and enthusiasm for roleplay reaches you in my words. It is my wish that more players take the plunge into this fun pastime during the quieter patch cycles—you’d be amazed at how much ‘content’ will appear when you join a roleplay community. And don’t forget, roleplayers are not scary monsters waiting for you to slip up and devour you. We’re mostly just a bunch of nerds who want to experience more of what Hydaelyn has to offer whilst making new friends in the process!

Hidden Gems

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Sohm al Foothills
The Dravanian Forelands (9, 6)

While they are called foothills, much like the floating mountain they rest below, they are anything but normal. Intense volcanic activity in the area and the fact that the region also serves as a final resting place for Dravanians make this area a risky sight to see.

Hare Among Giants Lakeland (9, 9)

Despite the fact that the origin of this area's name is not widely known, travelled botanists, carpenters, and culinarians all have come to value the region for its vast quantity of available lignum vitae lumber and harcots alike.

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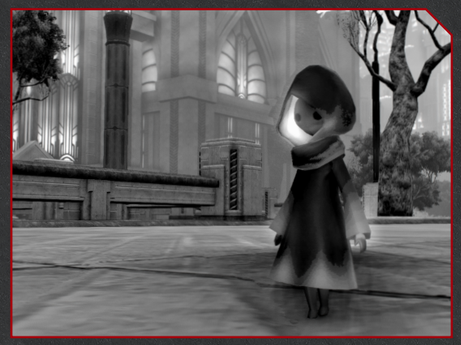
The Quiveron Manse
Central Thanalan (24, 21)

This manse once belonged to Eolande Quiveron, a Syndicate member who met his end during the Seventh Umbral Calamity. In the wake of his passing—and after the dust had settled—an imposter heir calling himself Baron von Quiveron III Esquire began using the area as a base of operations for banditry.

MINION MENAGERIE

Day 2,555: Dear diary, it has been many days since I have last seen food or water. I can't remember the last time I slept in a warm and fluffy bed. The natives bring me tiny scraps with their tiny paws, beaks, flippers, tentacles—and in some odd occurrences, their machine parts. Do you think that they have realized that I am not actually one of them yet? Do you think that they know I am simply here to study their behavior so others may come and abduct them? I hope not.

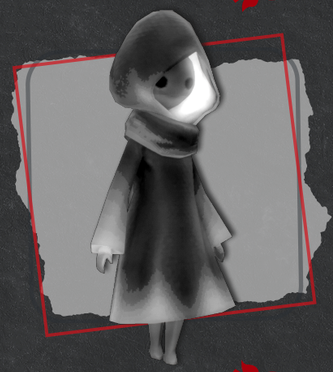
-Lufreine



BLACK HAYATE

Description: "Gaze upon the visage of a ruthless killer."

Obtained: Holminster Switch



ANCIENT ONE

Description: "Small and appearing to be fractured, but whole."

Obtained: Anamnesis Anyder

MUMMY'S LITTLE MUMMY

Description: "While as cute as a button, remember, mummies are ultimately embalmed corpses damned to eternal thralldom in the land of the living. Have fun."

Obtained: Sunken Temple of Qarn (Hard)

WIND-UP SASQUATCH

Description: "It thankfully cannot pelt you with its steaming stool."

Obtained: E-Una-Kotor - Quarry Mil - (3x Gelmorran Potsherds)

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CONTACT GPOSERS:

Leeja Llen

Lamia